

# Competition

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## What is the ThinkQuest International Competition?

The ThinkQuest International Competition challenges students to solve a real-world problem by applying their critical thinking, communication, and technology skills. Participants may enroll in the following competition events: ThinkQuest Projects, Digital Media, and Application Development. Refer to the [Competition](#) portal for updated information about this year's competition events.

### ThinkQuest Projects

In the ThinkQuest Projects event, participants will use ThinkQuest Projects – a hosted environment where students produce web-based learning projects – to create their entry. Teams will define the problem they intend to solve and create a ThinkQuest Project that presents their solution and the process they followed to develop their solution. Prior experience with ThinkQuest Projects is not required.

### Digital Media

In the Digital Media event, participants will use digital media tools to produce a blog/journal, website, animation, public service announcement, photo essay, video, or some combination of these items. Teams will define the problem they intend to solve and produce an entry that presents their solution and the process they followed to develop their solution. Prior experience with digital media development is not required.

### Application Development

In the Application Development event, participants will develop a web-based application, or game using their choice of programming language from a select list. Teams will define the problem they intend to solve, produce an application that elegantly solves that problem for users, and present the process they followed to develop their solution. Although helpful, prior experience with application development is not required.

## Competition Rules and Evaluation Guidelines

Refer to the [Competition Rules](#) and [Evaluation Guidelines](#) throughout the competition process.

## Who can participate?

For information on who is eligible to participate, view the [Competition Rules](#).

## How will entries be judged?

Judges will evaluate entries for critical thinking, communication, and technology skills. Refer to the [Evaluation Guidelines](#) for more information.

## What are the prizes?

Prizes include laptop computers, a trip to [ThinkQuest Live](#) and monetary grants for the coach's school, or organization. In addition, teams that submit a completed entry will be eligible to receive a Certificate of Participation.

For information about competition prizes, view the [Competition Rules](#).

## Beyond prizes, what do students and teachers gain?

- Experience participating in a highly structured, hands-on learning project that challenges students to apply critical thinking, communication, and technology skills as they solve a real-world problem.
- A fun and engaging learning opportunity that helps students hone important 21st century skills.
- The chance for students to present a solution to a problem in a unique and innovative way, using their choice of technology.
- Access to a friendly step-by-step tutorial to help students best apply their critical thinking, communication, and technology skills as they develop their entries.
- The chance for students/teachers to compete against their peers from all over the world.
- The chance for students/teachers to meet and collaborate with their peers in other schools, states, or countries.

Resources and information to help students be successful in the competition are available in the [Resources](#) and [How to Compete](#) sections of the Help files.

## How to Compete

- [Rules and Evaluation Guidelines](#)
- [Your Roadmap to Success Tutorial](#)
- [How to Compete in the ThinkQuest Projects Event](#)
- [How to Compete in the Digital Media Event](#)
- [Recommended Software and Hosting Services for ThinkQuest Projects and Digital Media Events](#)
- [How to Compete in the Application Development Event](#)
- [Software Options for the Application Development Event](#)
- [How Teams Will Present the Process They Followed to Develop Their Solution](#)

## Rules and Evaluation Guidelines

All coaches and students should read the [Competition Rules](#) and [Evaluation Guidelines](#) and refer to these documents throughout the competition process.

## Your Roadmap to Success Tutorial

Your Roadmap to Success is a 90-minute tutorial that students and coaches need to take in order to be successful in the ThinkQuest International Competition. All students and coaches should take this tutorial. Once your team is enrolled, remember to complete the survey at the end of the tutorial. ***All teams that complete the Your Roadmap to Success tutorial and survey will be eligible to receive additional points ("starter points"). All students on a team must complete the tutorial and submit a completed survey in order for a team to be eligible to receive additional points ("starter points").***

[Click here](#) to take the tutorial.

## How to Compete in the ThinkQuest Projects Event

Follow the process below to compete in the ThinkQuest Projects event.

1. Read the [Rules](#), [Evaluation Guidelines](#), and review lessons 1-4 of the tutorial, "[Your Roadmap to Success](#)." Teams that complete the tutorial and submit answers to the survey will receive additional points ("starter points") towards their score.
2. Form a team comprised of 1-6 students and a coach. ThinkQuest Projects members can use the [Matching Tool](#) to help find team members, a coach, or a team to join.
3. Help your coach download and distribute the [Competition Parental Consent Form](#) (located on the [documents](#) page) to each student team member. A parent or legal guardian needs to complete this form and submit it to the coach.
4. Have your coach complete the [Coach Enrollment Form](#).
5. Ensure that each student team member has a ThinkQuest Projects account. If you are a student at your coach's school, your coach can create an account for you if you do not have one. If you attend a different school than your coach, ask a teacher at your school to [enroll](#) for ThinkQuest Projects.

6. Have your coach set up your project in ThinkQuest Projects and assign the students from your team to the project. [Learn more about setting up and managing projects.](#)
7. Have your coach complete the [Team Enrollment Form](#). This form can be edited at any time before your entry is submitted. (Remember, your coach must set up a project and assign students to the project before completing the Team Enrollment Form.)
8. Define a Problem and Develop a Solution
  - o Review tutorial lessons 5-7. Define the problem you intend to solve in one or two short sentences. Refer to the [Entry Examples](#) for inspiration and ideas.
  - o Review tutorial lessons 8-9. Research your problem and possible solutions. Conduct primary research such as interviews, surveys, polls, experiments, and field studies. Conduct secondary research at the library and/or online. Make sure to [document citations](#) for each source that you use and credit all sources appropriately within your entry.
  - o Develop a solution. Document the process your team follows to research and develop the solution for your [Critical Thinking Summary](#). Think about who will benefit from your entry solution, and the unique value that your entry will offer to users.
9. Plan Your Entry
  - o Review tutorial lesson 10. Assign team member responsibilities and develop a plan for how you will present your solution. Your team may want to create schedules, outlines, storyboards and/or diagrams to organize how the entry will be developed and presented.
  - o Decide how to best present your solution. View the [Entry Examples](#) if you need ideas.
  - o Decide which ThinkQuest [content creation tools](#) will best present your solution.
  - o Review the list of [recommended resources](#) that your team can use to create some of your entry content, such as files, multimedia or pictures. Your team does not have to use the tools on this list if you have already determined what resources you plan to use. Download the software you need and learn how to use it correctly.
10. Create Your Entry
  - o Review tutorial lessons 11-12. Create your entry and ensure that it effectively solves the problem.
  - o Review your entry with the questions from the [Evaluation Guidelines](#) in mind. Make sure your entry adequately demonstrates the skills in each category of the Evaluation Guidelines.
11. Submit Your Entry
  - o Make sure that all student team members complete the survey at the end of the tutorial [Your Roadmap to Success](#) to earn additional points ("starter points") for your team.
  - o Teams must present the process they used to solve their stated problem by answering the [Critical Thinking Summary](#) questions on the [Entry Submission Form](#). Since your coach needs to complete the Entry Submission Form, draft your answers on the [Critical Thinking Summary worksheet](#). Have your coach input your answers into the Entry Submission Form.
  - o Your coach must complete and submit the [Entry Submission Form](#) by the deadline in order for your team's entry to be eligible for judging.

Make sure that your coach includes the exact URL for the entry on this form.

- After you submit your entry, you can continue to use your ThinkQuest Project entry. However, judges will only review the version of your project that was submitted. Any changes you make to your project after it has been submitted will not be reflected in the version viewed by judges.

12. Review Competition Results

- Celebrate student achievements.
- Return to the ThinkQuest website to see a list of winners.

## How to Compete in the Digital Media Event

Follow the process below to compete in the Digital Media event.

1. Read the [Rules](#), [Evaluation Guidelines](#), and review lessons 1-4 of the tutorial, "[Your Roadmap to Success](#)." Teams that complete the tutorial and submit answers to the survey will receive additional points ("starter points") towards their score.
2. Form a team comprised of 1-6 students and a coach. ThinkQuest Projects members can use the [Matching Tool](#) to help find team members, a coach, or a team to join.
3. Help your coach download and distribute the [Competition Parental Consent Form](#) (located on the [documents](#) page) to each student team member. A parent or legal guardian needs to complete this form and submit it to the coach.
4. Have your coach complete the [Coach Enrollment Form](#).
5. Have your coach complete the [Team Enrollment Form](#). This form can be edited at any time before your entry is submitted.
6. Define a Problem and Develop a Solution
  - Review tutorial lessons 5-7. Define the problem you intend to solve in one or two short sentences. Refer to the [Entry Examples](#) for inspiration and ideas.
  - Review tutorial lessons 8-9. Research your problem and possible solutions. Conduct primary research such as interviews, surveys, polls, experiments, and field studies. Conduct secondary research at the library and/or online. Make sure to [document citations](#) for each source that you use and credit all sources appropriately within your entry.
  - Develop a solution. Document the process your team follows to research and develop the solution for your [Critical Thinking Summary](#). Think about who will benefit from your entry solution, and the unique value that your entry will offer to users.
7. Plan Your Entry
  - Review tutorial lesson 10. Assign team member responsibilities and develop a plan for how you will present your solution. Your team may want to create schedules, outlines, storyboards and/or diagrams to organize how the entry will be developed and presented.
  - Decide which type of digital media will best present your solution. View the [Entry Examples](#) if you need ideas.
  - Select a hosting provider where you will publish your entry online. Different providers have different rules so ask your coach for help. Your entry must be published on the web and accessible to visitors

- from a public URL (web address). Users should not have to log in to a website to view your entry.
- Review the list of [recommended hosting providers and software](#) that your team could use to create your entry. Your team does not have to use the tools on this list if you have already determined what resources you plan to use. Download the software you need and learn how to use it correctly.
8. Create Your Entry
- Review tutorial lessons 11-12. Create your entry and ensure that it effectively solves the problem.
  - Review your entry with the questions from the [Evaluation Guidelines](#) in mind. Make sure your entry adequately demonstrates the skills in each category of the Evaluation Guidelines.
9. Submit Your Entry
- Make sure that all student team members complete the survey at the end of the tutorial [Your Roadmap to Success](#) to earn additional points ("starter points") for your team.
  - Teams must present the process they used to solve their stated problem by answering the [Critical Thinking Summary](#) questions on the [Entry Submission Form](#). Since your coach needs to complete the Entry Submission Form, draft your answers on the [Critical Thinking Summary worksheet](#). Have your coach input your answers into the Entry Submission Form.
  - Your coach must complete and submit the [Entry Submission Form](#) by the deadline in order for your team's entry to be eligible for judging. Make sure that your coach includes the exact URL for the entry on this form.
  - Coaches must ensure their teams do not change their entries after the entry submission deadline.
10. Review Competition Results
- Celebrate student achievements.
  - Return to the ThinkQuest website to see a list of winners.

## **Recommended Software and Hosting Services for ThinkQuest Projects and Digital Media Events**

Here are some free software and hosting options that your team could use to develop your entry. Not all of these resources are available in every country and some have minimum age requirements. You should also check to see if your school is able to host your entry or provide software for your team to use. For the ThinkQuest Projects event, you will host your entry in ThinkQuest Projects and will not need to use the hosting options provided here.

**Disclaimer:** It is the team's responsibility to ensure that a) information on third-party sites aligns with competition rules and b) technology created using third-party tools does not otherwise breach the Rules. All links to third-party sites are provided only as a courtesy to make teams aware of additional resources that may be helpful; ThinkQuest does not manage, endorse, or take responsibility for the content on third-party sites.

## **Blog Software and Hosting Options**

### [Blogger](#)

- Free blog creation and publishing tool. Must be 13 years of age or older to use the website.

### [Wordpress](#)

- Free blog creation and publishing tool. Must be 13 years of age or older to use the website.

### [Moveable Type](#)

- Free blog creation and publishing tool. Must be 13 years of age or older to use the website.

### [Textpattern](#)

- Free open source content management system to create, edit and publish blogs and websites.

### [Livejournal](#)

- Free blog creation and publishing tool. Users under 13 years of age are required to have a parent or guardian review and complete the registration process.

### [Posterous](#)

- Free blog creation and publishing tool. Must be 13 years of age or older to use the website.

### [Tumblr](#)

- Free blog creation and publishing tool. Must be 13 years of age or older to use the website.

## **Website Software and Hosting Options**

### [Adobe Dreamweaver](#)

- Empowers designers and developers to build standards-based websites with confidence. Free software trials available (however, the software must be purchased after the trial).

### [Google Sites](#)

- Free site to create and share web pages. You may not use the services if you are not of legal age to form a binding contract with Google.

### [Joomla](#)

- Free, open source, content management system to build Web sites and online applications.

### [Amaya](#)

- Free, open source web editor by W3C available for Windows, Linux and Mac.

### [Textpattern](#)

- Free open source content management system to create, edit and publish blogs and websites.

### [Kompozer](#)

- Free web authoring system that combines web file management and web page editing. Available for Windows, Linux and Mac.

### [NVU](#)

- Free counterpart of Adobe Dreamweaver. Available for Windows, Linux and Mac.

### [Selida](#)

- Free HTML editor available for Windows.

### [Notepad++](#)

- Free source code editor.

#### [Bluefish](#)

- Editor targeted towards programmers and web designers, with options to write websites, scripts and programming code.

#### [Seamonkey](#)

- Internet suite includes a browser, email client, HTML editor, IRC client and web development tools. Available for Windows and Mac.

#### [Trellian](#)

- Free web page editor. Available for Windows.

#### [FileZilla](#)

- FTP software used to upload files to a web server. Available for Windows, Linux and Mac.

#### [Cyberduck](#)

- FTP software used to upload files to a web server.

### **Animation Software and Hosting Options**

#### [Adobe Flash Professional](#)

- Industry standard for interactive authoring and delivery of immersive experiences that present consistently across personal computers, mobile devices, and screens of virtually any size and resolution. Free software trials available (however, the software must be purchased after the trial).

#### [Blender](#)

- Free open source 3D content creation suite. Available for operating systems under the GNU General Public License.

#### [Google Sketch Up](#)

- Sketching and 3D modeling software with intelligent drawing system from Google. Share designs in Google 3D warehouse. Available for Windows and Mac. Must be 18 years of age or older to use the website.

#### [InkScape](#)

- Open Source vector graphics editor with capabilities similar to Illustrator, CorelDraw, or Xara X. Uses the W3C standard Scalable Vector Graphics (SVG) file format. Can create simple animation. Available for Windows, Linux or Mac.

#### [Pencil](#)

- Software to create traditional 2D animation.

### **Photo Essay Software and Hosting Options**

#### [Adobe Photoshop](#)

- Industry-standard image-editing and compositing tools. Free software trials available (however, the software must be purchased after the trial).

#### [Picnik](#)

- Free photo editing. Available for Windows, Linux and Mac. Must be 13 years of age or older to use the website.

#### [Picasa](#)

- Free Google hosting and photo editing software. Available for Windows, Linux and Mac. You may not use the services if you are not of legal age to form a binding contract with Google.

#### [Flickr](#)



- Free photo and video management and sharing. Parents of children under the age of 13 who wish to allow their children access to this service must create a Yahoo! Family Account.

#### [InkScape](#)

- Free open source vector graphics editor with capabilities similar to Illustrator, CorelDraw, or Xara X. Uses the W3C standard Scalable Vector Graphics (SVG) file format. Available for Windows and Mac.

#### [GIMP](#)

- Free open source software to create and edit image files. Available for Windows, Linux and Mac.

#### [Paint.net](#)

- Free image and photo editing software for Windows.

#### [Seashore](#)

- Free bitmap editor for Mac.

#### [Faststone](#)

- Free image management and editor for Windows.

#### [Project Dogwaffle](#)

- Bitmap editing software for Windows.

#### [Phpgraphy](#)

- Free PHP photo gallery script released under GPL license.

### **Video or Public Service Announcement Software and Hosting Options**

#### [Adobe Premiere](#)

- Video production tools. Work natively with the video formats you want and accelerate production from scriptwriting to editing, encoding, and final delivery. Free software trials available (however, the software must be purchased after the trial).

#### [Youtube](#)

- Free video hosting. Must be 13 years of age or older to use the website.

#### [Avidemux 2.4.4](#)

- Free video editor designed for simple cutting, filtering and encoding tasks.

#### [Cinefx](#)

- Free offline playback, editing, encoding, animation and visual effects tool. Available for Windows, Linux and Mac.

#### [Cinecode](#)

- Open source, digital content creation tools. Available for Windows, Linux or Mac.

#### [Audacity](#)

- Free, open source software for recording and editing sounds.

#### [iMovie](#)

- Free video editing and composing software with Mac OS X as part of iLife software package.

#### [GarageBand](#)

- Free audio editing and composing software with Mac OS X as part of iLife software package.

#### [Vimeo](#)

- Free video hosting. Must be 15 years of age or older to register or use the services. If you are at least 15 but not yet 18 years of age, you need a parent or legal guardian's permission to register.

#### [SchoolTube](#)

- Free video hosting. Parental consent is required for users under age 13.

## How to Compete in the Application Development Event

Follow the process below to compete in the Application Development event.

1. Read the [Rules](#), [Evaluation Guidelines](#), and review lessons 1-4 of the tutorial, "[Your Roadmap to Success](#)." Teams that complete the tutorial and submit answers to the survey will receive additional points ("starter points") towards their score.
2. Form a team comprised of 1-6 students and a coach. ThinkQuest Projects members can use the [Matching Tool](#) to help find team members, a coach, or a team to join.
3. Help your coach download and distribute the [Competition Parental Consent Form](#) (located on the [documents](#) page) to each student team member. A parent or legal guardian needs to complete this form and submit it to the coach.
4. Have your coach complete the [Coach Enrollment Form](#).
5. Enroll Your Team
  - Have your coach complete the [Team Enrollment Form](#). This form can be edited at any time before your entry is submitted.
  - **Important:** On the [Team Enrollment Form](#), select one of the two options for the programming language(s) and corresponding database that your team will use to develop your application. Your selection will ensure that an OEF-hosted environment will be properly configured for your team to upload your entry for judging.
  - To assist you with this selection, review the table below to ensure that you choose the correct combination of programming language(s) and database to develop your entry.
    - You may use any or all of the programming languages and/or database within each option in the table below. You may use any software or tools that are compatible with the option you select.
    - You may not use any programming languages that are not listed within each option. For example, you may not use C++ or Visual Basic.
    - Note that both options include Flash and JavaScript. If you are using these technologies exclusively and do not plan to use a database, select Option 1.
    - If you want to use Oracle Application Express to develop your entry, select Option 2.
    - If you plan to use a database in your entry, you must use the database listed in the option you select.
    - Free Java and Oracle resources are available for your team to use to develop your entry. See [Software Options for the Application Development Event](#) for more information.

Programming Languages	
Option 1	Option 2
<ul style="list-style-type: none"> <li>• Flash</li> <li>• JavaScript</li> <li>• Java</li> <li>• PHP</li> </ul> <p><b>Database:</b> MySQL</p>	<ul style="list-style-type: none"> <li>• Flash</li> <li>• JavaScript</li> <li>• PL/SQL</li> </ul> <p><b>Database:</b> Oracle Database 10g Express Edition</p>

6. Define a Problem and Develop a Solution

- Review tutorial lessons 5-7. Define the problem you intend to solve in one or two short sentences. Refer to the [Entry Examples](#) for inspiration and ideas.
- Review tutorial lessons 8-9. Research your problem and possible solutions. Conduct primary research such as interviews, surveys, polls, experiments, and field studies. Conduct secondary research at the library and/or online. Make sure to [document citations](#) for each source that you use and credit all sources appropriately within your entry.
- Develop a solution. Document the process your team follows to research and develop the solution for your [Critical Thinking Summary](#). Think about who will benefit from your entry solution, and the unique value that your entry will offer to users.

7. Plan Your Entry

- Review tutorial lesson 10. Assign team member responsibilities and develop a plan for how you will present your solution. Your team may want to create schedules, outlines, storyboards and/or diagrams to organize how the entry will be developed and presented.
- Decide which type of application will best present your solution. View the [Entry Examples](#) if you need ideas.

8. Set Up Your Development Environment

- If you have not done so already, select the programming language option that your team plans to use to develop your application on the [Team Enrollment Form](#). This information will be used to set up the OEF-hosted environment for your team's entry. See "Step 5: Enroll Your Team" for a list of programming language options and requirements.
- Set up your development environment. See [Software Options for the Application Development Event](#) for more information.

9. Create Your Entry

- Review tutorial lessons 11-12. Create your entry and ensure that it effectively solves the problem.
- Review your entry with the questions from the [Evaluation Guidelines](#) in mind. Make sure your entry adequately demonstrates the skills in each category of the Evaluation Guidelines.

10. Publish Your Application to the OEF-Hosted Environment (starting in March 2011)

- Publish your application to the OEF-hosted environment that will be provided for your team so that judges can view and evaluate your

entry. Prior to March 2011, your coach will receive an email with instructions on how to upload your application to the OEF-hosted environment.

- Test your entry in the OEF-hosted environment to make sure that it works properly. This environment will be similar to that of the pre-configured [Oracle VM VirtualBox images](#). Entries must function using a PC and Mac and when viewed using IE 7+ and Firefox 3+. Refer to the [Rules](#) for more information about entry requirements.

#### 11. Submit Your Entry

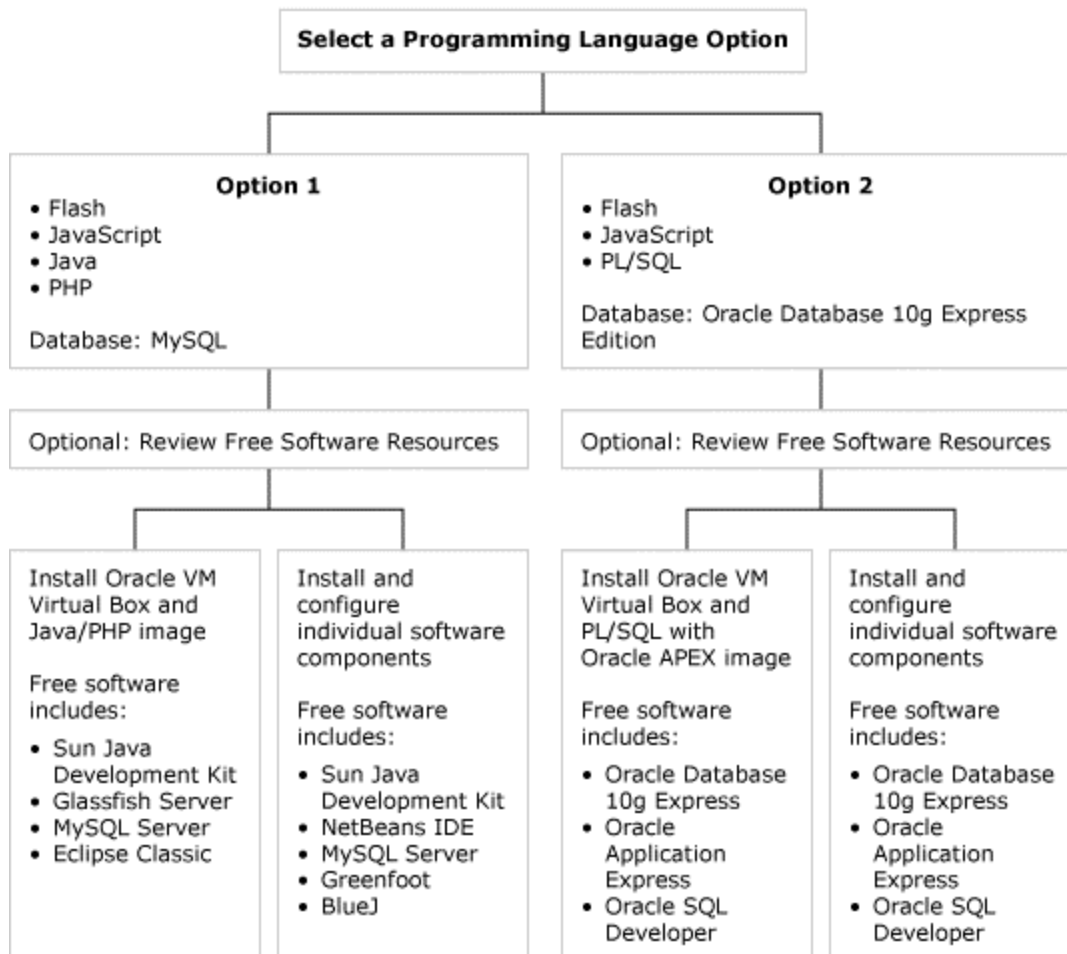
- Make sure that all student team members complete the survey at the end of the tutorial [Your Roadmap to Success](#) to earn additional points ("starter points") for your team.
- Teams must present the process they used to solve their stated problem by answering the [Critical Thinking Summary](#) questions on the [Entry Submission Form](#). Since your coach needs to complete the Entry Submission Form, draft your answers on the [Critical Thinking Summary worksheet](#). Have your coach input your answers into the Entry Submission Form.
- Your coach must complete and submit the [Entry Submission Form](#) by the deadline in order for your team's entry to be eligible for judging. Make sure that your coach includes the exact URL for the entry on this form.
- Coaches must ensure their teams do not change their entries after the entry submission deadline.

#### 12. Review Competition Results

- Celebrate student achievements.
- Return to the ThinkQuest website to see a list of winners.

## Software Options for the Application Development Event

After you select a programming language, decide how you will set up your development environment. You may use any software or tools that are compatible with the option you select; however, there are free software resources that are provided for teams to use. Review and compare these resources in the diagram and table below. Software download and/or installation instructions are at the end of this section.



## Oracle VM Virtual Box and Individual Software Components Comparison

	Oracle VM VirtualBox (either option)	Individual Software Components (either option)
<b>Overview</b>	<ul style="list-style-type: none"> <li>This comprehensive technology option provides a free, pre-configured environment with</li> </ul>	<ul style="list-style-type: none"> <li>This option provides more flexibility for teams who do not want to use all of the software included in</li> </ul>

	detailed installation instructions	the pre-configured VirtualBox image
<b>Approximate Download Time*</b>	<ul style="list-style-type: none"> <li>• 1 hour</li> </ul>	<ul style="list-style-type: none"> <li>• 1.5 hours to install all Java/PHP or Oracle APEX components</li> </ul>
<b>Approximate Installation Time*</b>	<ul style="list-style-type: none"> <li>• 2 hours</li> </ul>	<ul style="list-style-type: none"> <li>• 1.5 hours to install all Java/PHP or Oracle APEX components</li> </ul>
<b>Complexity</b>	<ul style="list-style-type: none"> <li>• Installation instructions provided by OEF</li> <li>• Fewer installation steps</li> <li>• No configuration necessary</li> </ul>	<ul style="list-style-type: none"> <li>• No installation instructions provided</li> <li>• More installation steps</li> <li>• Configuration necessary</li> </ul>
<b>System Requirements</b>	<ul style="list-style-type: none"> <li>• 10 GB of free disk space per image</li> <li>• 2 GB of RAM</li> <li>• Reasonably modern computer</li> <li>• Fast broadband internet connection</li> </ul>	<ul style="list-style-type: none"> <li>• 8 GB of free disk space</li> <li>• 1 GB of RAM</li> <li>• Reasonably modern computer</li> <li>• Broadband internet connection</li> </ul>
<b>Compatibility with OEF-Hosted Environment</b>	<ul style="list-style-type: none"> <li>• Images are designed to work within the OEF-hosted environment</li> <li>• Teams must test their entry to ensure it functions correctly within the OEF-hosted environment</li> </ul>	<ul style="list-style-type: none"> <li>• Teams must test their entry to ensure it functions correctly within the OEF-hosted environment</li> </ul>
<b>Development Environment</b>	<ul style="list-style-type: none"> <li>• Runs on all major operating systems</li> <li>• Linux is used within the development environment</li> </ul>	<ul style="list-style-type: none"> <li>• Runs on all major operating systems</li> </ul>

\*These times are based on a fast broadband internet connection. Depending on your connection speed, these times will vary.

## Software Installation Instructions: Oracle VM VirtualBox and Pre-Configured Image

The Oracle VM VirtualBox and pre-configured images provide your team with a working development environment and software. Follow the download and installation steps below.

**Note:** When you access the software resources, you will be asked to agree to certain terms and conditions of use. You must be the age of majority to access the software resources or you must have your parent/legal guardian download them for you.

Steps:

1. Download Oracle VM VirtualBox from <http://www.virtualbox.org/wiki/Downloads>.
  - Run the executable file and install it on your local machine.
2. Next, decide which software you want to use to develop your application, and download the corresponding software image ZIP file from the links provided below:
  - **Java/PHP image** ([Download Page](#))
    - Sun Java Development Kit (JDK) 6 Update 20
    - Glassfish Server Open Source Edition 3.0.1, a versatile application server
    - MySQL Community Server 5.1.47, the most popular open source database
    - Eclipse Classic 3.5.2, an Integrated Development Environment (IDE)
  - **PL/SQL with Oracle Application Express (APEX) image** ([Download Page](#))
    - Oracle Database 10g Express Edition 10.2.0.1
    - Oracle Application Express 4.0
    - Oracle SQL Developer 2.1.1.64, an Integrated Development Environment (IDE)
3. Extract the contents of the software image ZIP file into a folder on your local machine.
4. Run the Oracle VM VirtualBox software on your local machine.
5. From the **File** menu, choose the **Import Appliance...** option.
6. Point the Appliance Import Wizard to the extracted files from Step 3.
7. If you have at least 2GB of memory on your computer, you may increase the allocation in the confirmation screen above the minimum 512MB in order to improve the performance of your development environment.
8. Allow the import process to complete. This will take a few minutes.
9. Use this newly imported Virtual Machine to develop your application.
10. Perform frequent back-ups using the Snapshots functionality inside Oracle VM VirtualBox.

## Oracle VM VirtualBox Videos

- [Oracle VM VirtualBox and Pre-Configured Image Installation](#)
- [Example "HelloWorld" Application for Java and PHP](#)
- [Example "HelloWorld" Application for Oracle APEX](#)

## Install and Configure Individual Software Components

Below is a list of software that is free for your team to use if you want to install and configure individual software components on your own. You are free to use any additional development tools that are compatible with the programming language option you select. OEF does not provide support or instruction on how teams should install and configure this software. All links referenced are correct as of September 30, 2010, but may change as the ThinkQuest Competition progresses.

**Note:** When you access these software resources, you may be asked to agree to certain terms and conditions of use. You may need to be the age of majority to access the software resources or have your parent/legal guardian download them for you. \*\*

### Option 1: Java/PHP Environment Installation

- Sun Java Development Kit (JDK) Update 21 (<http://www.oracle.com/technetwork/java/javase/downloads/index.html>)
- Netbeans IDE 6.9.1 (<http://netbeans.org/downloads/index.html>)
- MySQL Community Server 5.1.47 (<http://dev.mysql.com/downloads/mysql/>)
- Greenfoot 2.0.0 (<http://www.greenfoot.org/download/>)
- BlueJ 3.0.2 (<http://www.bluej.org/download/download.html>)

### Option 2: PL/SQL with Oracle Application Express (APEX) Environment Installation

- Oracle Database 10g Express Edition 10.2.0.1 (<http://www.oracle.com/technetwork/database/express-edition/downloads/index.html>)
- Oracle SQL Developer 2.1.1.64 (<http://www.oracle.com/technetwork/developer-tools/sql-developer/downloads/index.html>)
- Oracle Application Express 4.0 (<http://www.oracle.com/technetwork/developer-tools/apex/downloads/index.html>)

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*Updated: October 14, 2010*

## How Teams Will Present the Process They Followed to Develop Their Solution

Teams must present the process that they followed to develop their solution by answering the Critical Thinking Summary questions included on the [Entry Submission](#)



[Form](#).

Download the [Critical Thinking Summary Worksheet](#) (also available in [Your Roadmap to Success](#)) to help your team draft your answers to the critical thinking summary questions. Have your coach input your answers into the Entry Submission Form.

The Critical Thinking Summary questions are also included in the [Evaluation Guidelines](#).

## Coach Enrollment

- [Enroll for a New Coach Account](#)
- [Join Competition with an Existing ThinkQuest Account](#)
- [Manage Coach Account](#)
- [Delete Coach Account](#)
- [Legal Authorization](#)
- [Parental Permission](#)

### Enroll for a New Coach Account

**Warning!** This section includes instructions for coach enrollment in the competition **only** if you do not already have a ThinkQuest Projects account or coach account from a previous ThinkQuest Competition. This enrollment option gives you the ability to coach teams in the ThinkQuest Digital Media and Application Development events. If you wish to participate in the ThinkQuest Projects event and do not have a ThinkQuest Projects account, please visit the [Projects: Enrollment](#) section.

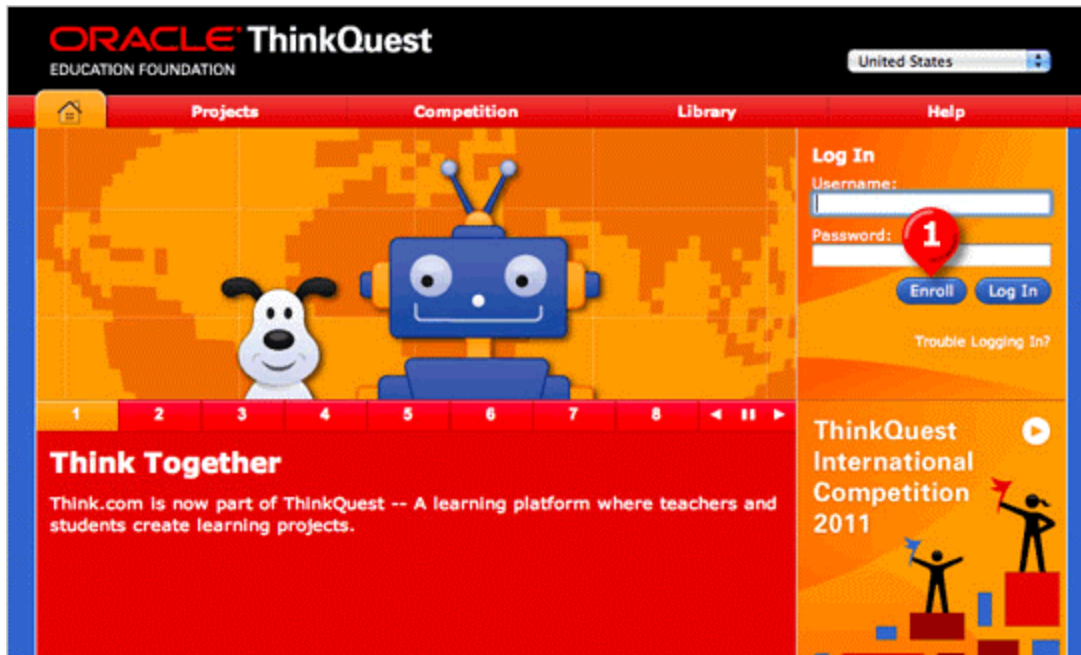
Only the Coach of a team should enroll. Students should not enroll. Once enrolled, the Coach is responsible for team enrollment and entry submission.

Please note:

- If you are already a member of ThinkQuest Projects, you do not need to enroll separately to participate in the ThinkQuest International Competition. Just log in to ThinkQuest Projects and click the Competition tab to access the ThinkQuest Competition space. Then, click the **Join** button.
- If you are not a member of ThinkQuest Projects (and do not wish to be), note the following:
  - If you have enrolled as a Coach (formerly called Primary Coach) in a previous ThinkQuest Competition, you do not need to enroll again, as long as you are employed at the same school. You can use your existing coach account to log in and create teams for all future competitions.
  - If you are new to the ThinkQuest International Competition (or have changed schools), please be sure to read the [Rules](#) to ensure that you are eligible before enrolling.

To enroll as a Coach in the ThinkQuest International Competition (if you are not, and do not wish to be, a member of ThinkQuest Projects):

1. Go to <http://www.thinkquest.org> and click the **Enroll** button.



2. Select your country and location.
3. Select *Single School*, *Out-of-School Program*, or *Coaching Partner*. **Note:** Districts cannot enroll for Competition-only.
4. Select "Competition Only" if you plan to coach teams in the Digital Media and Application Development events only.
5. Click the link to view the Competition Legal Agreement.
6. Enter your school/organization details and work email address.
7. Click the **Next** button.

- Page: 20

**ORACLE** ThinkQuest  
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**Enroll**

1 Select Program Option
2 **Select School**
3 Enter Contact and Signing Authority
4 Confirm Information
5 Thank You

**Local Competitions**  
Argentina  
Australia  
Brazil

**Select School**

Select your school. If it is not listed, try entering different information in the search field. If you are still unable to find it, click the **Add a School** button at the bottom of this page.

**Results: 125**

Name	Location
Aldrin Elementary	Reston, VA
Armstrong Center	Reston, VA
Armstrong Elementary	Reston, VA
Caulfield Elementary	Reston, VA
Dogwood Elementary	Reston, VA
Forest Edge Elementary	Reston, VA
Hughes Middle Elementary	Reston, VA
Hunters Woods Elementary	Reston, VA
Jefferson Elementary	Reston, VA
Georgetown East Elementary	Reston, VA

Cancel Back **Add a School**


9. Verify or enter your school/organization information.
10. Enter your salutation, full name, job title, and a password that you will use to log in to your coach account.
11. Enter the salutation, full name, job title, and email address for a principal, head teacher, executive director or superintendent who can [accept the ThinkQuest Legal Agreements](#) on behalf of your school or organization ("Signing Authority").
12. Answer the survey question "How many teams are you planning to coach in the following events?"
13. Respond to the survey question "How did you hear about ThinkQuest?"
14. Click the **Next** button.



15. Review all of the information you have entered, answer the security question (click **Back** to make any edits) and click the **Next** button.

**ORACLE** ThinkQuest  
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**Enroll**



- Select Program Option
- Select School
- Enter Contact and Signing Authority
- Confirm Information**
- Thank You

**Local Competitions**  
Argentina  
Australia  
Brazil  
Japan  
Netherlands  
[Learn More >](#)

**Confirm Information**

Please confirm below that the information you have entered is correct. To make edits, please click on the **Back** button.

**Your School Information:**

**School Name:**  
Dogwood Schools

**Address:**  
12345 Sunshine Drive  
Reston, VA

**Postal Code:**  
20191

**Telephone Number:**  
1-234-567-8910

**Website:**  
<http://www.dogwood.edu>

**Who accredits/sponsors your [School/District]?**  
The government

**Your Contact Information:**

**Salutation:**  
Mr.

**First Name:**  
Bill

**Last Name:**  
Blue

**Job Title:**  
Technology Coordinator

**Email:**  
[bill.blue@dogwood.edu](mailto:bill.blue@dogwood.edu)

**Password:**  
\*\*\*\*\*

**Retype password:**  
\*\*\*\*\*

**Signing Authority:**  
Individual in your school who is authorized to sign the [ThinkQuest Legal Agreement](#):

**Salutation:**  
Mrs.

**First Name:**  
Olivia

**Last Name:**  
Orange

**Job Title:**  
Principal


**Email:**  
[olivia.orange@dogwood.edu](mailto:olivia.orange@dogwood.edu)

**How many teams are you planning to coach in the following events? (estimate only) \***  
Digital Media: 5+  
Application Development: 3

**How did you hear about ThinkQuest?**  
My school/district/department of education

**Type the two words: \***

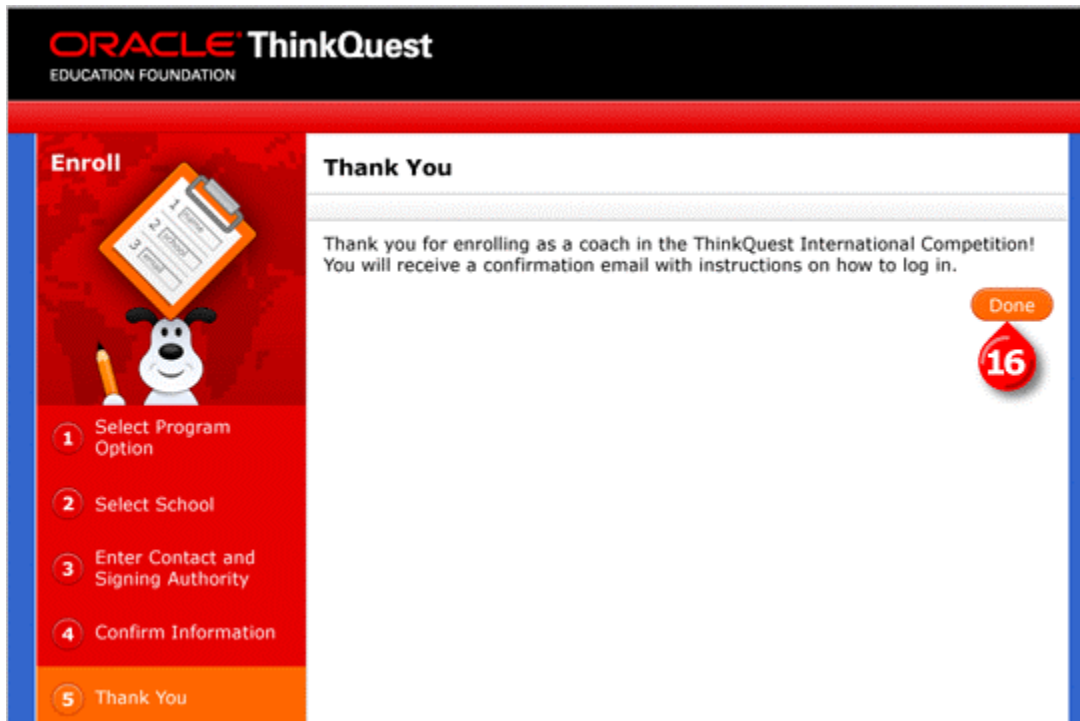
freitag Winnie



stop spam.  
read books.

[Cancel](#) [Back](#) [Next](#)

16. You have now completed the application. You will receive a confirmation email with log in instructions, and your Signing Authority will receive an email with instructions on how to accept the ThinkQuest Competition Agreement and authorize your participation. Click the **Done** button.



17. Log into ThinkQuest and accept the Competition Terms of Use.  
18. In the **Competition** portal, click "My Teams" in the menu on the left to start the process of enrolling teams to participate in the competition.  
19. Once the Signing Authority executes the agreement or authorizes you as the Coach, you are granted full competition access and can submit entries.

## Join Competition with an Existing ThinkQuest Account

If you already have a ThinkQuest account (from a previous ThinkQuest Competition or ThinkQuest Projects) and are still employed at the same school or organization, follow these steps to join a competition:

1. Go to <http://www.thinkquest.org> and click the **Competition** tab.
2. Click the **Join** button.



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Mr. Adinugroho | Oracle Tools | My Account | Sign Out

My Home My School World **Competition** Library Help

## Competition

# ThinkQuest International Competition 2011

ThinkQuest Projects  
Digital Media  
Application Development

About  
My Teams  
Matching Tool  
Competition Links  
Rules  
Evaluation Guidelines  
Entry Examples  
Prizes  
Training & Help  
Recent Winners

**Enrollment is Open!** [Join](#)

Overview Events **Getting Started** **2**

### Challenging Students Globally to Think, Create, and Innovate.

The ThinkQuest International Competition challenges students to solve a real-world problem by applying their critical thinking, communication, and technology skills. Participants may enroll in the following competition events:

- ThinkQuest Projects
- Digital Media
- Application Development

#### Calendar

- Competition Opens: June 1, 2010
- Entry Submission Deadline: August 15, 2010
- Winners Announcement: Scheduled for December 30, 2010

3. Enter your email address twice.
4. Answer the survey questions and click the **Next** button.

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My Home
My School
World
**Competition**
Library
Help

**Enroll**

1 Confirm Information
2 Accept Terms of Use
3 Thank You

### Confirm Information

Required\*

**Work email address:\***  
bill.blue@dogwood.edu

**Retype work email address:\***  
bill.blue@dogwood.edu

**How many teams are you planning to coach in the following events? (estimate only)\***

ThinkQuest Projects: 2

Digital Media: 3

Application Development: 5+

**How did you hear about ThinkQuest?\***

☒ My school/district/department of education

☐ Another organization

Which organization?  
Select

If you selected "Other," enter organization name:

☐ Oracle Education Foundation training event

☐ Oracle Academy

☐ The Internet

☐ Print publication

☐ Conference

☐ Friend/ThinkQuest participant

☐ Other:

Cancel Next

5. Accept the Terms of Use.
6. You have completed the application. You will receive a confirmation email with log in instructions, and your Signing Authority will receive an email with instructions on how to [accept the ThinkQuest Competition Legal Agreement](#) (if an agreement has not been previously accepted for your school) or authorize your participation (if you are not a member of ThinkQuest Projects). Click the **Done** button.
7. You will be directed to the "My Teams" page and can enroll teams for competition events. Here, you can also view your authorization status.
  - o If you are at a school that currently has instant access to ThinkQuest Projects, you cannot submit entries for judging until your Signing Authority accepts the ThinkQuest Competition Legal Agreement. [Learn more about instant access to ThinkQuest Projects.](#)

## Manage Coach Account

To edit your contact information:

1. Log in to your coach account and click the **My Account** link at the top of the page.
2. Click the **Edit** button.
3. Update your contact details, and click the **Save** button.

To change your password:

1. Log in to your coach account and click the **My Account** link at the top of the page.
2. Click the **Change My Password** button.
3. Enter your current password (the one you are using now).
4. Enter your new password, then re-enter it to ensure that you have typed it correctly.
5. Click the **Save** button.

## Delete Coach Account

If you are a member of ThinkQuest Projects, go to the [School Accounts](#) section to learn how to delete your account. If you are a coach who is not a member of ThinkQuest Projects, follow these steps to delete your account:

1. Log in to ThinkQuest and click the **My Account** link.
2. Click the **Delete Account** button.
3. Click the **Delete Account** button to confirm.

**Warning!** Once you delete your account, you can no longer access your account, and any current competition teams are deleted from the system and their entries are not eligible for judging.

## Legal Authorization

You can enroll as a coach in a competition and enroll teams, however, before you can submit entries in any of the ThinkQuest International Competition events, a principal, head teacher, or other person who has the authority to sign legal documents on behalf of your school or organization ("Signing Authority") must accept the ThinkQuest Competition Agreement on behalf of your school or organization. Only one agreement per school or organization is required, so if your Signing Authority has accepted this agreement in the past, s/he does not need to do so again.

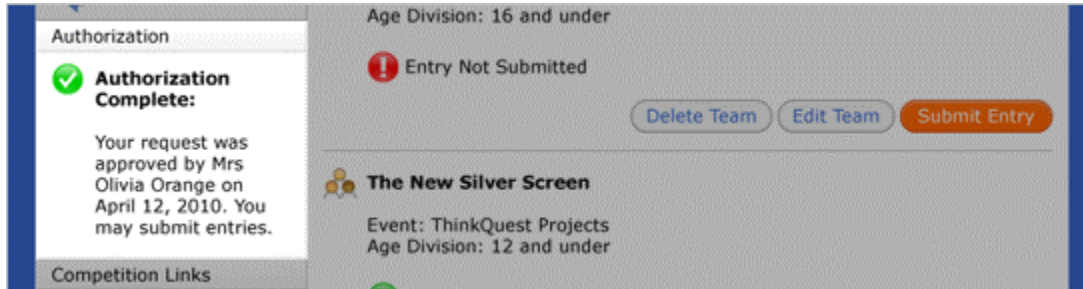
In addition, if you are **not** a member of ThinkQuest Projects, your Signing Authority must provide authorization that you are employed at your school or organization before you are allowed to submit entries. You only need to be authorized once per competition cycle, even if you coach multiple teams.

To receive authorization:

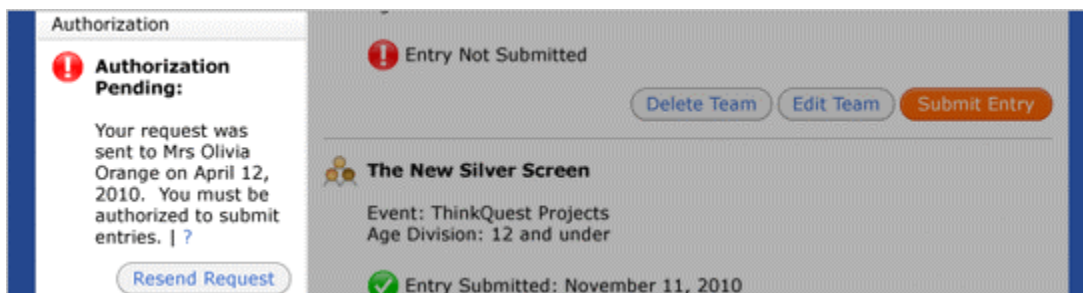
1. After you enroll and accept the Competition Terms of Use, an authorization request is automatically emailed to the person whom you designated as your Signing Authority.
2. Your Signing Authority must follow the instructions in the email to digitally accept the ThinkQuest Competition Agreement and/or verify your employment.
3. You will receive an email confirmation when your authorization is complete.

On the “About” and the “My Teams” pages in the Competition portal, you can view your authorization status.

1. **Authorization Complete** is displayed if your authorization is complete and you can submit entries.



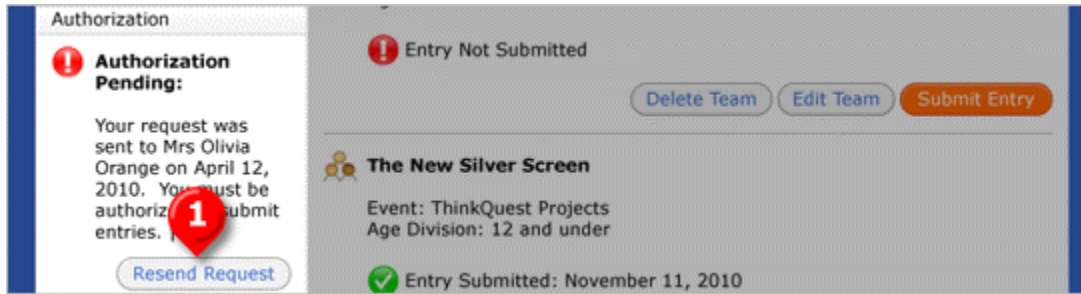
2. **Authorization Pending** is displayed if your authorization is pending. You cannot submit entries until this is complete.



3. **Authorization Declined** is displayed if your authorization was declined by the Signing Authority. You cannot submit entries until your authorization is complete.

To resend your request for legal authorization to your Signing Authority (for authorizations in pending or declined status):

1. Click the **Resend Request** button on the “About” or “My Teams” page in the Competition portal.



2. Review your Signing Authority's information (and edit if necessary).
3. **Click *Resend Request*.**
4. Your request has been sent to your Signing Authority. Click the ***Done*** button.

## Parental Permission

Before creating a team of students, you must obtain written permission from their parents. To download the Consent Form for your country, visit the [Documents](#) page.

## Team Enrollment

- [Enroll a Team](#)
- [Edit Team Information](#)
- [Delete a Team](#)

### Enroll a Team

Only the coach can complete the Team Enrollment Form to enroll teams in the competition events. The Team Enrollment Form should be completed before the team starts to develop an entry.

To enroll a team (Coach only):

1. Log in to ThinkQuest.
2. Click the **Competition** tab.
3. Click the **Enroll a Team** button on the "About" page or the "My Teams" page.

The screenshot shows the Oracle ThinkQuest Education Foundation website. The top navigation bar includes 'My Home', 'My School', 'World', 'Competition' (selected), 'Library', and 'Help'. The 'Competition' tab is highlighted in orange. On the left sidebar, the 'Competition' section is active, showing a 'My Teams' link. The main content area is titled 'My Teams' and includes a 'How it works' section with three steps: 1. Click 'Enroll a Team' to enroll your team. 2. Produce and test your entry using these instructions. 3. When you are ready to submit your entry, click the 'Submit Entry' button and follow the instructions. A red badge with the number '3' is next to the third step. Below this, there are three team entries: 'Saving the Snow Owl' (Event: Digital Media, Age Division: 16 and under, Entry Not Submitted), 'The New Silver Screen' (Event: ThinkQuest Projects, Age Division: 12 and under, Entry Submitted: November 11, 2010), and 'Pet GPS' (Event: Application Development, Age Division: 22 and under, Entry Submitted: November 11, 2010). Each team entry has buttons for 'Delete Team', 'Edit Team', and 'Submit Entry' (or 'Unsubmit' for submitted entries). A red badge with the number '3' is also visible next to the 'Enroll a Team' button.

4. Select one of the events on the "Select an Event" page and click the **Continue** button.
5. Complete the Team Enrollment Form.
  - Enter a brief title for your entry. For the ThinkQuest Projects event, select your project title from the pull-down menu (remember, the coach must create the project in ThinkQuest Projects and add the students as members of the project **before** completing the Team Enrollment Form).
  - Select an age division from the pull down menu.
  - Under the "Students" section, enter the student's information. For the ThinkQuest Projects event, select the student's name from the pull-down menu (the menu will only contain names of students who are members of the project). Their information will automatically display and cannot be edited.
  - Answer the survey questions beneath the student's information.
  - Click the **Add Another Student** button for each additional student on the team (if applicable) and repeat the steps until all team members are added.
  - Answer **Yes** or **No** to the question: "Did all students on the team complete the Your Roadmap to Success tutorial?"
  - Answer **Yes** or **No** to the question: "Is this team also participating in a local ThinkQuest Competition?"
  - Click the **Save** button at the bottom of the Team Enrollment Form.



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Mr Blue | My Account | Sign Out

My Home

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World

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Help

Enroll a Team

Required

Please complete the information about your team and click **Save**. You can come back and edit your team later, if needed.

Event

Digital Media

Entry Title

Enter a brief title for your entry. If you win, this title will be displayed on winner announcement materials.

Saving the Snow Owl

Age Division

16 and under

Students

A team must have 1-6 students:

1

Student First Name

Sammy

Country

United States

Location

Virginia

This student is participating through:

School

School Name

Dogwood Elementary School

Does this student have a computer at home?

☐ Yes
☐ No

Is this student's family income at or above the nation's average?

If you do not know, please make your best guess.

☐ Yes
☐ No

Is this student participating in the ThinkQuest International Competition for the first time?

☐ Yes
☐ No

2

Student First Name

Lucy

Country

United States

Location

Virginia

This student is participating through:

Out-of-school program

Girl Scouts

Organization Name

Girl Scouts of Fairfax County

Does this student have a computer at home?

☐ Yes
☐ No

Is this student's family income at or above the nation's average?

If you do not know, please make your best guess.

☐ Yes
☐ No

Is this student participating in the ThinkQuest International Competition for the first time?

☐ Yes
☐ No

Add Another Student

Did all students on the team complete the Your Roadmap to Success tutorial?

☐ Yes
☐ No

Is this team also participating in a local ThinkQuest Competition?

☒ Yes
☐ No

Which local ThinkQuest Competition?

Select

Cancel

Save



6. You will be redirected to the "My Teams" page where your new team is displayed with an "Entry Not Submitted" status.

## Edit Team Information

Coaches can edit the Team Enrollment Form for any team that is in "Entry Not Submitted" status.

To edit team information (Coach only):

1. Log in to ThinkQuest and click the **Competition** tab to view the "My Teams" page.
2. Click the **Edit Team** button underneath the applicable team. You will be directed to the Team Enrollment Form.
3. Edit the Team Enrollment Form.
4. Click the **Save** button to save your edits.

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## Competition

**My Teams**

**How it works:**

1. Click **Enroll a Team** to enroll your team. You can come back and edit your team later, if needed.
2. Produce and test your entry.
3. When you are ready to submit your entry, click the **Submit Entry** button and follow the instructions. **Deadline: April 27, 2011**

[Enroll a Team](#)

**Saving the Snow Owl**  
Event: Digital Media  
Age Division: 16 and under  
**Entry Not Submitted**  
[Delete Team](#) [Edit Team](#) [Submit Entry](#)

**The New Silver Screen**  
Event: ThinkQuest Projects  
Age Division: 12 and under  
**Entry Submitted: November 11, 2010**  
[Unsubmit](#) ?

**Pet GPS**  
Event: Application Development  
Age Division: 22 and under  
**Entry Submitted: November 11, 2010**  
[Unsubmit](#) ?

**Authorization Complete:**  
Your request was approved by Mrs Olivia Orange on April 12, 2010. You may submit entries.

**Competition Links**  
[Competition Rules](#)  
[Evaluation Guidelines](#)  
[Entry Examples](#)  
[Prizes](#)  
[Tutorial](#)  
[Recent Winners](#)

**Join ThinkQuest Projects**  
An application has been submitted for your school. Check back soon.

## Delete a Team

Coaches can delete their Team Enrollment Form if it is in "Entry Not Submitted" status. **Warning!** Deleting the Team Enrollment Form removes your team from the competition and makes them ineligible for judging.

To delete a team (Coach only):

1. Log in to ThinkQuest and click the **Competition** tab to view the "My Teams" page.
2. Click the **Delete Team** button underneath the applicable team.
3. Click the **Delete Team** button in the pop-up window to confirm.

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[My Home](#)
[My School](#)
[World](#)
[Competition](#)
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## Competition

[About](#)

[My Teams](#)

[Matching Tool](#)

Authorization
 

**Authorization Complete:**  
 Your request was approved by Mrs Olivia Orange on April 12, 2010. You may submit entries.

Competition Links
 

[Competition Rules](#)  
[Evaluation Guidelines](#)  
[Entry Examples](#)  
[Prizes](#)  
[Tutorial](#)  
[Recent Winners](#)

Join ThinkQuest Projects
 

An application has been submitted for your school. Check back soon.

## My Teams

**How it works:**

1. Click **Enroll a Team** to enroll your team. You can come back and edit your team later, if needed.
2. Produce and test your entry.
3. When you are ready to submit your entry, click the **Submit Entry** button and follow the instructions. **Deadline: April 27, 2011**

[Enroll a Team](#)

**Saving the Snow Owl**  
 Event: Digital Media  
 Age Division: 16 and under  

Entry Not Submitted

[Delete Team](#)
[Edit Team](#)
[Submit Entry](#)

**The New Silver Screen**  
 Event: ThinkQuest Projects  
 Age Division: 12 and under  

Entry Submitted: November 11, 2010

[Unsubmit](#) ?

**Pet GPS**  
 Event: Application Development  
 Age Division: 22 and under  

Entry Submitted: November 11, 2010

[Unsubmit](#) ?

## Entry Submission

- [Submit an Entry](#)
- [Unsubmit an Entry](#)
- [Celebrate Completion](#)

### Submit an Entry

The coach must complete the Entry Submission Form by the Entry Submission Deadline in order for their team to be eligible for judging. Teams in "Entry Not Submitted" status after the Entry Submission Deadline are not eligible for judging.

To submit an entry (Coach only):

1. Log in to ThinkQuest and click the **Competition** tab to view the "My Teams" page.
2. Click the **Submit Entry** button underneath the applicable team. Remember, you must be [authorized](#) to submit an entry.
3. Complete the Entry Submission Form.
  - o Enter the **Entry URL**. For the ThinkQuest Projects event, the URL of your ThinkQuest Project Summary page is automatically displayed and cannot be edited. For the Application Development event, this URL will be provided to you.
  - o Select one of the displayed options that best describes your entry. For the ThinkQuest Projects event, this is automatically populated with "ThinkQuest Projects" and cannot be edited.
  - o Answer the Critical Thinking Summary questions drafted by your team. Refer to the [Evaluation Guidelines](#) for more information about the Critical Thinking Summary.
  - o Answer the survey question.
  - o Check the box next to the statement "I have read, accept, and agree to the conditions stated in the Official Rules for ThinkQuest International Competition 2011."
  - o Click the **Continue** button (if ready to submit) or the **Save and Finish Later** button (if not ready to submit). **Important:** Entry submission for the Application Development event will not open until March 2011. In the meantime, you can draft and save your Critical Thinking Summary questions in the Entry Submission Form until entry submission is open.

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Mr Blue | My Account | Sign Out

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Submit Entry: Saving the Snow Owl

Required \*

Please complete the following information and click **Continue**.

Entry URL \*

Enter the URL where judges can review your entry. Your URL must be public (no login required).

Which of the following best describes your entry? \*

Select

Critical Thinking Summary

Please answer these questions as a team.

What problem did you intend to solve? \*

Who will benefit from your entry? \*

What unique value does your entry offer to users? \*

Does your entry effectively solve the problem? How do you know? \*

What type(s) of research did you conduct? \*

- Did you conduct your own research? For example, did you implement a survey, a poll, an experiment, or a field study? Did you conduct interviews with experts? Did you do something else?
- Did you use information that was created and published by another person? What/whose work was used, and did you credit them appropriately?

What impact did this project have on your team? What did you learn by participating? \*

In next year's ThinkQuest International Competition, do you think teams should still be required to submit their entries in English? \*

☐ Yes
☐ No

☐ I have read, accept, and agree to the conditions stated in the Official Rules for ThinkQuest International Competition 2011.

Cancel

Save and Finish Later

Continue

- Review your entry information and make edits, if needed, on the "Confirm Entry" page.
- Click the **Submit Entry** button.

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Mr Blue | My Account | Sign Out

My Home My School World **Competition** Library Help

### Confirm Entry: Saving the Snow Owl

**Almost Finished!**  
Please confirm the information below and click **Submit Entry**.

**Event**  
Digital Media

**Entry Title**  
Saving the Snow Owl

**Age Division**  
16 and under

**Students**  
A team must have 1-6 students:

1 **Student First Name**  
Matt

**Country**  
United States

**Location**  
Virginia

**This student is participating through:**  
School

**School Name**  
Dogwood Elementary School

**Does this student have a computer at home?**  
Yes

**Is this student's family income at or above the nation's average?**  
Yes

**Is this student participating in the ThinkQuest International Competition for the first time?**  
Yes

2 **Student First Name**  
[Blank]

3 **Student First Name**  
[Blank]

4 **Student First Name**  
[Blank]

5 **Student First Name**  
[Blank]

6 **Student First Name**  
[Blank]

7 **Student First Name**  
[Blank]

8 **Student First Name**  
[Blank]

9 **Student First Name**  
[Blank]

10 **Student First Name**  
[Blank]

11 **Student First Name**  
[Blank]

12 **Student First Name**  
[Blank]

13 **Student First Name**  
[Blank]

14 **Student First Name**  
[Blank]

15 **Student First Name**  
[Blank]

16 **Student First Name**  
[Blank]

17 **Student First Name**  
[Blank]

18 **Student First Name**  
[Blank]

19 **Student First Name**  
[Blank]

20 **Student First Name**  
[Blank]

21 **Student First Name**  
[Blank]

22 **Student First Name**  
[Blank]

23 **Student First Name**  
[Blank]

24 **Student First Name**  
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25 **Student First Name**  
[Blank]

26 **Student First Name**  
[Blank]

27 **Student First Name**  
[Blank]

28 **Student First Name**  
[Blank]

29 **Student First Name**  
[Blank]

30 **Student First Name**  
[Blank]

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Cancel Submit Entry

4. Your entry is submitted and you will receive a confirmation email.
5. Click the **Done** button to be directed back to the "My Teams" page. Check that your team is displayed with an "Entry Submitted: [Date]" status.

## Unsubmit an Entry

Once your entry is submitted, you can temporarily unsubmit your entry if edits need to be made, then re-submit your entry prior to the Entry Submission Deadline.

To unsubmit an entry (Coach only):

1. Click the **Competition** tab to view the "My Teams" page.
2. Click the **Unsubmit** button under the name of the appropriate team.
3. Click the **Unsubmit** button in the popup window to confirm.
4. The "My Teams" page will reload and the team is displayed with an "Entry Not Submitted" status. The coach can now edit the team, delete the team, or submit the entry again.
5. **Warning!** Remember to submit your entry again after you have made the necessary edits. Teams who have not submitted their entry by the Entry Submission Deadline risk disqualification.

## Celebrate Completion

At the end of the ThinkQuest Competition, your students will be ready to celebrate their hard work and significant accomplishments. Here are some ideas for making everyone feel like a winner regardless of the official results:

- Present each student with an award or certificate. You can create special awards that are specific to each student, such as awards for "Best Team Player," "Excellence in Leadership," or "Most Creative." Older students might also benefit from a formal recommendation letter that they could use in a college application.
- If your budget allows it, provide students with small prizes, such as team t-shirts or a team photograph.
- Organize a special team party or field trip.
- Share your entry at a school function, such as a web fair or assembly.

After judging is complete, winners will be posted on the ThinkQuest website.

## Matching Tool

- [Access the Matching Tool](#)
- [View Posts and Contact a Post Creator](#)
- [Create a New Post](#)
- [Edit or Delete a Post](#)

### Access the Matching Tool

You can use the Matching Tool to find and form teams for a competition event. ***Only those members with a teacher, student, or school administrator account within the ThinkQuest Projects World Community can use the Matching Tool.***

To access the Matching Tool:

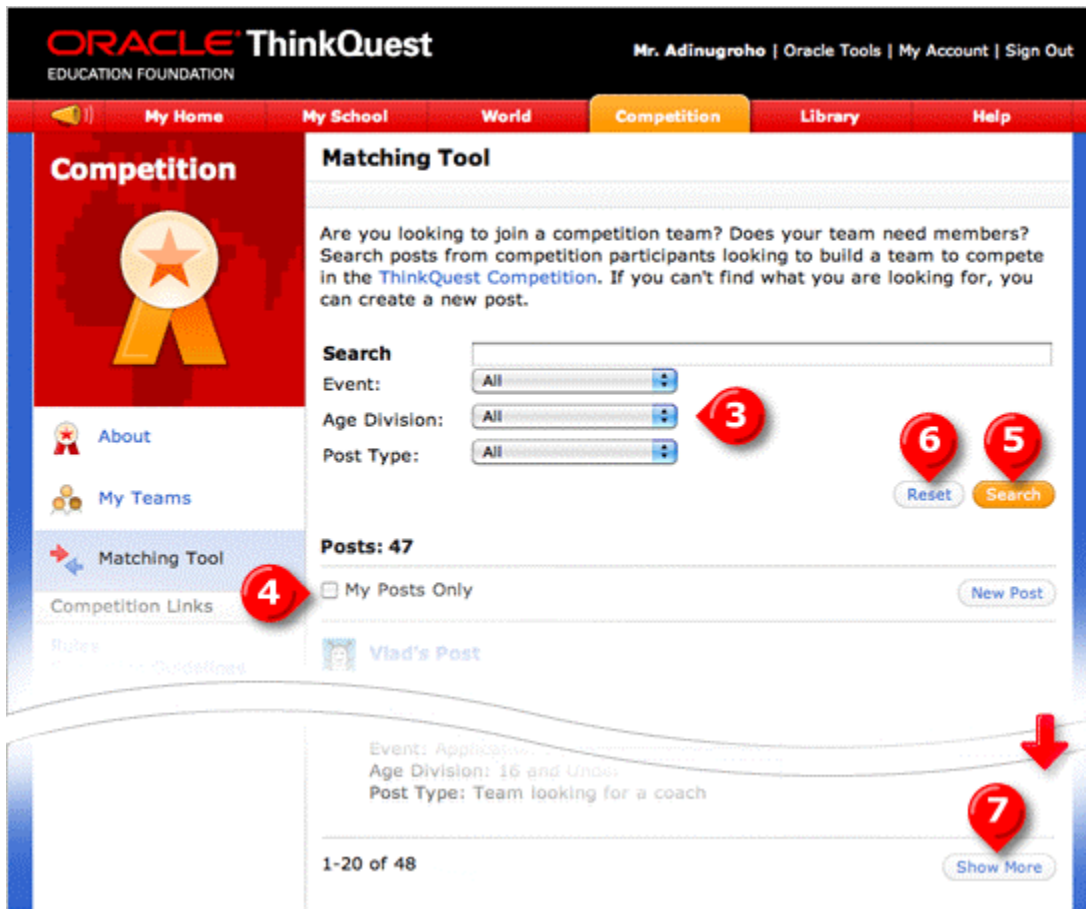
1. Log into <http://www.thinkquest.org> and click the [Competition](#) tab.
2. Click the Matching Tool link in the left hand column to go to the Matching Tool home page. Remember, you will only see this link if you are a member of ThinkQuest Projects and your school has access to the World Community.

### View Posts and Contact a Post Creator

To view and search posts by members:

1. Click the **Matching Tool** link in the left hand column to go to the Matching Tool home page.
2. The list of posts is displayed with the most recent posts at the top of the list.
3. Narrow search results by using the Event, Age Division, and Post Type pull-down lists, or enter key words in the search field.
4. Check the box next to "My Posts Only" if you only want to display the posts that you have created.
5. Click the **Search** button to view results.
6. Click the **Reset** button to reset your search, displaying the 20 most recent posts at the top of the page.
7. Click the **Show More** button to show the next 20 posts in the search results.





To view the details of a post:

1. Click the **Matching Tool** link in the left hand column to go to the Matching Tool home page.
2. Click on a post title, either on the Matching Tool home page or Search Results page, to view the post details.



To contact a post creator:

1. Click the **Matching Tool** link in the left hand column to go to the Matching Tool home page.
2. Click on a post title, either on the Matching Tool home page or Search Results page, to view the post details.
3. Click **Reply** to contact the post creator.



4. Enter a message in the text box, then click **Send**.

## Create a New Post

To create a new post:

1. Click the **Matching Tool** link in the left hand column to go to the Matching Tool home page.
2. Click the **New Post** button.
3. Choose an Event Type, Age Division, and Post Type from the pull-down lists.
4. Create a title and provide additional information in the text box.
5. Click the **Post** button to make the post active.

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EDUCATION FOUNDATION

Mr. Adinugroho | Oracle Tools | My Account | Sign Out

My Home My School World Competition Library Help

**New Post** Required \*

**Event Type\***  
Digital Media

**Age Division\***  
16 and Under

**Post Type\***  
Student looking for a team

**Title\***  
Student in Romania keen in writing looking for a team

**Message\***  
My name is Olivia, I am from Bucharest, Romania. I am keen in joining Digital Media teams with projects either in the form of a website, photo essay or blog. I am skilled in research and writing. Looking for a team with international members...  
252 of 4000

Cancel Post

## Edit or Delete a Post

To edit or delete a post (if you are the post creator):

1. Click the **Matching Tool** link in the left hand column to go to the Matching Tool home page.
2. To edit the post:
  - Click the **Edit** button beneath the post.
  - Make your edits, and click the **Update Post** button.
3. To delete the post:
  - Click the **Delete** button underneath the post details.
  - Click the **Delete** button again to confirm.
  - The post is removed.

## Resources

- [Your Roadmap to Success Tutorial](#)
- [How to Compete](#)
- [Curriculum Standards & Assessment](#)
- [Identifying Resources](#)
- [Information Literacy](#)
- [Online Safety & Etiquette](#)
- [Avoid Plagiarism](#)
- [Citations](#)
- [Permissions](#)

## Your Roadmap to Success Tutorial

Your Roadmap to Success is a 90-minute tutorial that students and coaches need to take in order to be successful in the ThinkQuest International Competition. All students and coaches should take this tutorial before enrolling in the competition. Once your team is enrolled, remember to complete the survey at the end of the tutorial. ***All teams that complete the Your Roadmap to Success tutorial and survey will be eligible to receive additional points ("starter points"). All students on a team must complete the tutorial and submit a completed survey in order for a team to be eligible to receive additional points ("starter points").***

[Click here](#) to take the tutorial.

## How to Compete

For detailed directions on how to compete in each event and a list of resources to help your team develop and host your entry, view the [How to Compete](#) section in Help.

## Curriculum Standards & Assessment

The ThinkQuest International Competition provides a comprehensive way to meet curriculum standards. For example, researching and writing content can align with Language Arts standards, designing multimedia components can align with Visual Arts standards, and learning how to use software and online publishing tools can align with Technology standards.

In addition, the problem that your team chooses to solve can be focused on meeting a standard in a specific subject area (for example, an entry about world hunger could be designed to meet Social Science standards). Consult your local Department or Ministry of Education for information on curriculum standards for your state, province, or country.

Additional resources:

- International Society for Technology in Education (ISTE): In the United States, the National Educational Technology Standards (NETS) are commonly

used.

<http://cnets.iste.org>

- Partnership for 21st Century Skills: ThinkQuest aligns with the suggested guidelines for preparing students to become global citizens and successful contributors to tomorrow's workplace.

<http://21stcenturyskills.org>

If you will be incorporating the ThinkQuest International Competition into your classroom curriculum, you may wish to create specific rubrics to assess your students' progress. (Note that ThinkQuest Judges will evaluate all entries according to the [Evaluation Guidelines](#).)

Free assessment and rubric tools:

- ISTE Assessment Guide  
<http://www.iste.org>
- RubiStar provides teachers with a free tool for building rubrics.  
<http://rubistar.4teachers.org>
- Rubrics4Teacher provides a resource list of rubric tools.  
<http://rubrics4teachers.com>

*Disclaimer:* It is the team's responsibility to ensure that a) information on third-party sites aligns with ThinkQuest International Competition [Rules](#) and b) technology created using third-party tools can be hosted on ThinkQuest and does not otherwise breach the [Rules](#). All links to third-party sites are provided only as a courtesy to make teams aware of additional resources that may be helpful; ThinkQuest does not manage, endorse, or take responsibility for the content on third-party sites.

## Identifying Resources

Create a rich learning experience by directing students to use a broad range of resources:

- Library: Visit the library and ask reference staff to help students find materials such as books, newspaper or magazine articles, encyclopedias, and videos.
- Field trips: Plan outings that allow your students to do hands-on research. For example, you could visit a museum, nature preserve, local business, or local historical monument or attraction.
- Local experts: Invite people in your community for interviews, lectures, or demonstrations.
- Internet: You can use a search engine, such as Google (<http://www.google.com>) or Yahoo! (<http://www.yahoo.com>), to locate websites on your topic. However, if your students have limited experience with internet research, first make sure that they understand [information literacy](#) concepts and [online safety](#) rules.

Because [citations](#) must be provided for all information and material used in an entry,

it is very important for students to keep track of their sources while they are conducting research. Give your students a worksheet or log so that they remember to record all of the vital information about a source, such as:

- Name of author/creator
- Title (if the source is an article or story that is part of a book or magazine, both the title of the article and the title of the book should be included)
- Publication information, such as publisher and publication date
- Web address or URL (for web resources)
- Access date (for web resources)

See the [Citations](#) section for details on how to create proper citations from this collected information.

Special note on search engines: Search engines (such as Google and Yahoo) offer a quick way to conduct online research. However, make sure that students understand that Google and Yahoo are merely tools that help them find material on the internet. They are generally not the original sources or owners of the material. Students must go to the website that is actually hosting the material in order to find the correct source to credit.

Additional resources:

- The Oregon School Library Information System provides sample MLA citation worksheets.  
<http://secondary.oslis.org/research/citesource/mla-citation-worksheets>
- Massasoit Community College provides sample worksheets for APA and MLA citations.  
<http://www.massasoit.mass.edu/library/cithand.cfm>

## Information Literacy

There is an incredible amount of information on the internet. Determining the accuracy of a website is not an exact science, but before beginning online research, students should be able to critically evaluate a website for important factors such as credibility, bias, and timeliness.

1. **Credibility:** Explain to students that anyone can put a website on the internet and that information on websites is not necessarily validated. For example, there is nothing that prevents someone from posting a website that says the earth is flat or that pigs can fly. Furthermore, just because a website looks good or contains lots of content does not mean the information is accurate. Students should ask themselves the following questions:
  - Who is the author of the website? What are his/her credentials? Can I contact him/her with questions?
  - Is the site a personal homepage or an official source of information? Is the site affiliated with a well-known or respected organization?
  - Does the author provide a list of sources that back up the information on the website? Are those sources credible?
  - Is the writing of good quality or does it seem sloppy? Lots of grammar and spelling mistakes can indicate that the author is not well-educated

- or that s/he didn't put a lot of time and effort into creating the website. Either way, it's not a good sign.
- Does anything on the website contradict something you already know?
2. **Bias:** Explain to students that there can be many different ways of looking at a particular topic. An unbiased website will try to represent a balanced view by giving you lots of information so that you can make up your own mind. On the other hand, a biased website will say that their way of looking at the topic is the only right way, even though there might be many others that are equally valid. Students should ask themselves the following questions:
    - Does the author benefit if I believe what they are telling me? For example, is the website trying to sell me something?
    - If the website is about a controversial issue, does it tell me that there is only one way of thinking or does it present multiple sides of the argument so that I can make up my own mind?
  3. **Timeliness:** To determine whether the information provided is current, students should check to see how recently the website was updated.

Additional resources:

- Discovery School provides a list of resources and a series of evaluation surveys.  
<http://school.discovery.com/schrockguide/eval.html>
- This site provides a guide for evaluating websites. The language level is appropriate for older students.  
<http://www.virtualsalt.com/evalu8it.htm>
- This site provides an Information Literacy WebQuest that is appropriate for younger students.  
<http://fayette.k12.in.us/~cbeard/jp/webquest.html>

## Online Safety & Etiquette

While working on their entry, students may conduct research and collaborate with others via the internet. Before students begin any work online, teach them to be aware of the dangers of the internet and how to use common sense in their interactions. It is also important for students to understand when it is acceptable to download such materials as images, mp3 audio files, or video files.

In general, students should abide by the following rules:

1. Tell a parent or teacher before you get on the internet (recommended for younger students).
2. Guard your privacy: Never share your password, full name, home address, phone number, or any information that someone could use to find you in the real world. Note also that ThinkQuest [Rules](#) prohibit teams from including student last names or contact information in entries.
3. Don't respond to inappropriate messages: If you receive an email that makes you feel uncomfortable or is hurtful, do not respond and tell a parent or teacher right away.
  - It is not appropriate for a stranger to ask you private questions.
  - It is not appropriate for a stranger to ask to meet you in person.
  - It is not appropriate for anyone to harass you.



4. Be kind to others: When you collaborate with others over email or the internet, treat them with the same kindness and respect that you would use in face-to-face interactions.
5. Ask permission before you use others' work and cite your source. You may need permission to use pictures, music, words or artwork that you find in books, magazines, or on the internet. Ask a teacher before you borrow anyone's work for your entry, and remember to always give credit to the original author. See the [Avoid Plagiarism](#) section for more details.
6. Use common sense and trust your instincts.

You can also use the [Safety Lesson](#) to lead students through activities about online safety and netiquette.

## Avoid Plagiarism

ThinkQuest expects all teams to produce entries that meet the highest standards of intellectual honesty. Plagiarism is not only dishonest, it is a violation of copyright law, and entries that contain plagiarized content will be disqualified.

Entries cannot contain plagiarized content. Plagiarism is defined as follows:

- any copying of another person's work that results in the entry not being substantially the original work of the team, regardless of whether the copied work is cited;
- copying a significant amount of words or ideas from someone else without giving credit;
- if quoting content from a source, failing to put that quote within quotation marks;
- any behavior that the Foundation determines to be plagiarism.

Please refer to the [Rules](#) for a full definition. **You can also refer to the [Your Roadmap to Success](#) tutorial for more information on how to avoid plagiarism.**

To avoid plagiarism, students should use the following guidelines when working on their entry:

1. **Create original material whenever possible.** Conduct original research (via interviews, field trips, surveys, etc.), and write about your own experiences, observations, and opinions. In addition, you can create original graphics by taking photographs or drawing your own artwork. Even when you create original content, don't forget to ask for permission if your content features the names or likenesses of other people. For example, if you interview an expert from a museum, ask permission to use that expert's name, quotes, and picture in your entry.
2. **Put it in your own words.** Just as in a traditional report or paper that you might turn in at school, it is not appropriate to directly copy the words of others. Instead, you should paraphrase or summarize in your own words; it is



not appropriate to just replace a word here and there or to simply change the order of sentences. To minimize the chances of plagiarism, read the material, absorb the information, and then put the material away before you begin writing. This method encourages independent thinking and creation of original writing. See the [paraphrasing example](#) below.

3. **Cite your source.** All sources used to research and create the entry must be clearly identified and credited. See the [Citations](#) section for information on how to cite sources properly.
  - There is one exception: You do not have to cite a source if the information is considered "common knowledge" (generally accepted facts that are so widely known that it is reasonable to expect that the reader will already be aware of them). If you are unsure whether something is "common knowledge," cite the source to be on the safe side.
  - It is a good idea to provide citations for original materials created by team members (such as images and videos), so that it's clear no copyrights have been violated.
4. **Obtain permission when necessary.** If you want to re-use someone else's material "as is", or with only minor modifications, you may need to obtain their permission. See the [Permissions](#) section for more information.
  - Generally, creative works (such as photographs, illustrations, and original music) do not fall under the [Fair Use doctrine](#), and you must obtain permission for re-use. Once permission is obtained, you must clearly identify the material in your entry and provide a citation that states that permission was obtained.
  - In cases where permission is not required, your citation should include a short explanation of why permission was not obtained, so that it's clear you are not violating any copyrights. For example, the original creator may clearly state that permission is not required if the material is used for nonprofit or educational purposes. Or, the work may fall under the [public domain](#) or the [Fair Use doctrine](#).

### Paraphrasing Example

Here is some original text from <http://www.harrypotterorderofthephoenix.com>:

- "In 'Harry Potter and the Order of the Phoenix,' Harry returns for his fifth year of study at Hogwarts only to discover that much of the wizarding community has been led to believe that the story of the teenager's recent encounter with the evil Lord Voldemort is a lie, putting Harry's integrity in question. Worse, the Minister of Magic, Cornelius Fudge, has appointed a new Defense Against the Dark Arts Teacher, the duplicitous Professor Dolores Umbridge."

Here is an **unacceptable** paraphrase that would be considered plagiarism according to ThinkQuest Rules:

- "In the movie 'Harry Potter and the Order of the Phoenix' Harry returns to Hogwarts for his fifth year discovering that much of the wizarding community has been led to believe that Harry's recent encounter with the evil Lord Voldemort is a lie, putting Harry's integrity in question. Cornelius Fudge, the

Minister of Magic, has also appointed a new Defense Against the Dark Arts Teacher, Professor Dolores Umbridge."

The writer above is guilty of plagiarism because he did not create his own summary, but rather changed a few words and phrases. Additionally, he did not cite the source.

Here is an **acceptable** paraphrase that would not be considered plagiarism according to ThinkQuest Rules:

- "In the fifth Harry Potter movie, 'Harry Potter and the Order of the Phoenix', Harry begins a challenging new school year at Hogwarts. Many wizards do not believe his story that Lord Voldemort has returned, including the Minister of Magic and his newly appointed Defense Against the Dark Arts teacher, Dolores Umbridge. They believe that Harry is lying and thus fail to prepare for combat. So now Harry must defend his reputation while preparing himself and his friends for the dark lord's next move. (Source: <http://www.harrypotterorderofthephoenix.com>)"

This passage is acceptable because the writer relays the facts in her own words and cites the source of the information. Further, if the intent of using the information is to relay the facts of the plot within a greater context of analyzing the entire series and its popularity, its use would also fall under the Fair Use doctrine.

Additional resources:

**Important:** Some of these resources may provide slightly different guidelines on plagiarism than ThinkQuest's. However, all ThinkQuest teams are required to abide by ThinkQuest standards and [Rules](#). When in doubt, [contact us](#) for assistance.

- TurnItIn provides tips on avoiding plagiarism and answers to plagiarism FAQ. [http://www.turnitin.com/research\\_site/e\\_home.html](http://www.turnitin.com/research_site/e_home.html)
- This Indiana University web page discusses the proper way to paraphrase. <http://www.indiana.edu/~wts/pamphlets/plagiarism.shtml>
- Creative Commons offers a search tool for resources that can be used without asking for permission (note that these resources must still be clearly cited). <http://creativecommons.org/>

## Citations

You must include a citation whenever you use information or material that comes from another source. A citation contains the information that a visitor to your entry would need in order to verify content and identify the original source, such as the author or creator's name, title, publication information, URL, date of access, and so on. There are many proper ways to format a citation -- some of the most common styles are Modern Language Association (MLA), American Psychological Association (APA), Chicago, and Turabian.

You can use the Source Tracking Worksheet in the [Your Roadmap to Success](#) tutorial to track your citations. Read the tutorial to learn how to cite sources properly.

If your entry is a **ThinkQuest Project, website, blog or journal**, you could include citations by creating a citation page.

If your entry is a **video, animation, or public service announcement**, you could include citations by including rolling credits or embedding your digital media in a website that includes a citation page.

If your entry is a **photo essay**, you could include citations by creating a slide that list citations or embedding your digital media in a website that includes a citation page.

If your entry is a **web-based game or application**, you could include citations by creating an "about" section within the application or game or embedding your application or game in a website that includes a citation page.

Additional resources:

- Bedford/St. Martin's provides a reference guide on citations.  
<http://www.bedfordstmartins.com/online/citex.html>
- The UC Berkeley Library offers style sheets for common citation styles.  
<http://www.lib.berkeley.edu/TeachingLib/Guides/Internet/Style.html>
- The Citation Machine is a free web tool for building citations.  
<http://citationmachine.net>
- EasyBib offers a free tool for building a bibliography.  
<http://www.easybib.com>

## Permissions

When requesting permission to re-use materials in your entry, please keep in mind the following:

- It can take weeks or months to receive permission, so be sure to submit your requests well in advance of the Entry Submission Deadline.
- It may take some "detective work" to figure out whom to ask for permission. If the material is copyrighted, you should contact the owner of the copyright, which could be a person, organization (such as a university), or company (such as a book publisher, record company, or movie production company). If the material is not copyrighted, you should contact the original author or creator. You might have to write several emails or make multiple phone calls before you find the right person.
- Students under the age of 18 should never contact strangers by themselves, even if the strangers are well-known experts or employees of big companies. A coach should always be the main point of contact. For example, emails should be sent from a coach or generic team email address, letters should have a return address for a coach or school, and a coach should be on the line for any phone calls.

Here is a sample letter requesting permission:

*Dear [insert name of copyright owner],*

*We are students from [insert school name] in [insert city, state/province, country]. We are working on a nonprofit, educational competition entry that we intend to enter in the ThinkQuest International Competition. We would like to include the following image(s) from [your website; CD-ROM; publication, etc.] in our entry:*

*The file name(s) of the image(s) we wish to use is: [insert file name]. It is located at [insert URL] in [Name of publication or resource, etc.].*

*Our entry will be published [in ThinkQuest or online]. We will honor your copyright by giving your organization full credit and citing you as one of our sources.*

*Please respond to this message and let us know if we may use this image in our entry. Our deadline is [insert date], and we would appreciate your quick response. Thank you for your time and consideration.*

*Sincerely,  
[insert coach full name and student first name(s)]  
[insert team or coach email address]  
[insert school mailing address]  
[insert coach or school phone number]*

If you do receive permission, be sure to keep a copy for your records. Also, be sure your entry contains a citation for the material that clearly states permission was obtained. Example:

- Picture of car engine. [original source information]. Used with permission from John Doe, Webmaster. Email dated 8 Jul 2008.

If you do not receive permission by the Entry Submission Deadline or the copyright owner declines your request, you must **remove** the material from your entry in order to avoid violating copyright law.

Additional resources:

- Stanford University's Fair Use website gives an overview of the permission process.  
[http://fairuse.stanford.edu/Copyright\\_and\\_Fair\\_Use\\_Overview/chapter1/](http://fairuse.stanford.edu/Copyright_and_Fair_Use_Overview/chapter1/)

*Disclaimer:* It is the team's responsibility to ensure that a) information on third-party sites aligns with ThinkQuest International Competition [Rules](#) and b) technology created using third-party tools can be hosted on ThinkQuest and does not otherwise breach the [Rules](#). All links to third-party sites are provided only as a courtesy to make teams aware of additional resources that may be helpful; ThinkQuest does not manage, endorse, or take responsibility for the content on third-party sites.

This document is provided as a courtesy to you and is not definitive. Definitive information is available at <http://www.thinkquest.org/pls/html/think.help?id=527781>. Participation in the ThinkQuest International Competition 2011 is subject to the Competition Rules available at <http://www.thinkquest.org/competition/rules.html>.